

Cultural Industry

Academic Year: (2019 / 2020)

Review date: 25-03-2019

Department assigned to the subject: Humanities: History, Geography and Art Department

Coordinating teacher:

Type: Compulsory ECTS Credits : 6.0

Year : 3 Semester : 1

DESCRIPTION OF CONTENTS: PROGRAMME

The aim of this subject is to introduce both to a descriptive approach as well as to a critical analysis of the so-called cultural industry. The student will learn the topography of the diverse modalities of the mass culture and the main critical approaches to the influence of such industry on subjectivities. A

second objective is to introduce the different aspects of the processes of creation, production, distribution and consumption, as well as the main business structures:

1. The constitution of the cultural industry
2. The industry of film, radio and television
3. The entertainment industry
4. The musical industry
5. The videogames industry
6. Criticism of the production and consumption of mass culture
7. Forms of reception of the mass culture.

% end-of-term-examination: 60

% of continuous assessment (assignments, laboratory, practicals...): 40